

# DARK CITY GAMES

## SKIRMISHER

Gaming with miniature figures--ancients, moderns, & futures  
Copyright 2022 Dark City Games

### INTRODUCTION

Skirmishers simulates large-scale man-to-man battles. Each playing piece represents one warrior. Skirmishers battles cover situations where there are many characters on each side, so each character is simplified to minimize book keeping.

### COMPONENTS

#### Pieces

Each piece represents a single warrior, soldier, vehicle, or piece of equipment. Each warrior has a rating for:

- Firing
- Attack
- Defense
- Movement

#### Example

A red warrior has no ranged weapon. His melee attack is 2, and he defends at 2. He is abbreviated 0/2/2.

#### Board

Skirmishers is designed for miniature use. Use a table for the battlefield, and miniature terrain to make the battlefield interesting. There are no spaces that regulate movement and range. As a result, movement is measured by ruler in terms of inches or centimeters.

As turning a corner takes more time. As a result, pieces can move in a straight line only.

### PLAYING THE GAME

#### Getting Started

- Select a battle.
- Choose sides.
- Set up the board and pieces as directed.
- The first player begins.

#### Play Sequence

Players alternate turns until one side wins. The player taking his turn is the ACTIVE player. During his turn, the active player moves all his pieces that plan to move that turn. When movement is complete, the active player executes combat. Pieces adjacent to enemy pieces participate in melee combat, pieces that have not moved can fire at enemy pieces.

#### Movement

A piece can move a number of inches up to its movement rating. For example, a piece may have a movement rating of 6. That piece can move 6 inches during its turn. Pieces can move in straight lines only.

A piece must stop when it encounters an obstacle or wall. In some cases, a piece may require one turn to cross an obstacle.

Different terrain may reduce movement. For example, going uphill slows movement.

A piece must stop when it comes adjacent to an enemy piece.

### MELEE COMBAT

A piece that is adjacent to an enemy can conduct a melee attack. The attacker rolls a number of dice equal to his attack rating. If the attacker's single highest die beats the defender's highest die, the defender is removed from the board.

#### Example

- Red 0/2/2 attacks Blue 0/2/2.
- Red rolls a 5, and a 4.

#### Defend

After the attacker rolls his dice, the defender decides whether he will defend, or counterattack. If he defends, he rolls a number of dice equal to his defense rating, plus an additional die.

#### Example

- Red 0/2/2 attacks Blue 0/2/2.
- Red rolls: 5, 4.
- Blue elects to defend
- Blue rolls three dice: 4, 3, 2.
- Red's 5 beats Blue's 4, and Blue is killed.
- Remove Blue from the board.

#### Counterattack

If the defender elects to counterattack rather than defend, the defender rolls a number of dice equal to his attack rating. However, in order to kill the attacker, the counterattacking defending must roll two dice higher than the attacker's roll, not just one. If the counterattacking defender's highest die is less than the attacker's highest die, the defender is removed from the board.

#### Example

- Red 0/2/2 attack Blue 0/2/2.

- Red rolls: 3, 2.
- Blue elects to counterattack.
- Blue rolls: 5, 4
- Both blue's 5, and blue's 4 beat Red's 3.
- Red is removed from the board.

### FIRE COMBAT

A piece that fires on an enemy cannot move in its turn. The firing piece rolls a number of dice equal to its firepower rating. The target rolls a number of dice equal to its defense rating. If the attacker's single highest die exceeds the target's single highest die, the target is removed from the board.

#### Example

Red 1/2/2 fires on Blue 1/1/1. Red has firepower equal to 1, so he rolls one die. Red rolls a 6. Blue has a defense of 1, so he rolls one die. Blue rolls a 4. Red's 6 beats Blue's 4, and Blue is removed from the board.

#### Cover

A target behind cover adds modifiers to his highest die. Low cover adds +1, medium cover adds +2, and cover with overhead protection adds +3.

#### Example

- Red 1/1/1 fires on Blue 1/1/1.
- Blue hides behind medium cover (+2).
- Red rolls: 6.
- Blue rolls: 4. Red would kill Blue.
- Because of +2 cover, Blue's 4 becomes a 6.
- Blue survives.

### SAMPLE FORCES

#### Ancients

- Archer 1/1/1
- Man-at-arms 0/2/2
- Dwarven warrior 0/2/3
- Elven warrior 0/2/2 +1 on all rolls
- Urak-Hai 0/3/3

#### Modern

- Rifleman 1/1/1 (human defense=1 vs rifles)
- Automatic Rifleman 2/1/1
- Submachinegunner 2/1/1 (limited range)

#### Future

- Armored Space Marine 3/2/2
- Xenomorph 0/5/3

20220306b